

ABSTRACT

In order to pictorially depict three-dimensional objects, an object to be depicted is photographed using at least one camera from a number of camera directions of the camera(s) in relation to the object to be depicted. Two-dimensional image data of each camera direction is saved, together with the corresponding co-ordinates of the camera(s) in relation to the object to be depicted. The saved image data is reproduced from the perspective view to create a three-dimensional impression, by merging the two-dimensional image data whilst taking into account the corresponding co-ordinates. In order to fill in the image background behind the object to be depicted, a background surface is provided which has a substantially constant colour spectrum in the colour space. The colour location is preferably luminescent (electroluminescent film).